

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF THE CLAIMS

Claims 1 - 85 (canceled)

86 (new). A gaming method comprising:

receiving a wager from a player;

displaying an image representing a game;

determining if an event has occurred;

displaying an array including a plurality of spaces if the event has occurred, each of the plurality of spaces having an indicium associated therewith that matches with at least one other indicium associated with another of the plurality of spaces;

revealing the indicia associated with the plurality of space for a period of time when a requirement occurs during the game, the requirement comprising one of matching certain indicia, revealing a specified indicium, and reaching an achievement level;

concealing the indicia associated with the plurality of space after revealing the indicia for the period of time;

receiving a first selection of one of the plurality of spaces after revealing the indicia for the period of time,

revealing the indicium associated with the one of the plurality of spaces;

receiving a second selection of another of the plurality of spaces;

revealing the indicium associated with the another of the plurality of space;

determining if the indicia associated with the one and the another of the plurality of spaces match; and

providing an award if the indicia associated with the one and the another of the plurality of spaces match.

87 (new). The gaming method of claim 86 further comprising:

concealing the indicia associated with the one and the another of the plurality of spaces if the indicia do not match;

receiving a third selection of a third one of the plurality of spaces;
revealing the indicium associated with the third one of the plurality of spaces; and
receiving a fourth selection of a fourth one of the plurality of spaces.

88 (new). The gaming method of claim 86 further comprising:
returning the player to the game if the indicia associated with one and the another of
the plurality of spaces do not match.

89 (new). The gaming method of claim 86 wherein providing the award further
comprises:
providing a game indicium for use in the game if the indicia associated with one and
the another of the plurality of spaces match.

90 (new). The gaming method of claim 86 further comprising randomly re-
associating each of the plurality of spaces and the indicium associated therewith.

91 (new). The gaming method of claim 86 wherein revealing the indicia associated
with the plurality of spaces for the period of time further comprises revealing the indicia for a
period of time corresponding to one of matching certain indicia, revealing a specified
indiciu, and reaching an achievement level during the game.

91. (new). The gaming method of claim 86 further comprising:
repeating a selection process, the selection process comprising:
receiving a third selection of a third one of the plurality of spaces;
revealing an indicium associated with the third one of the plurality of spaces;
receiving a fourth selection of a fourth one of the plurality of spaces;
revealing an indicium associated with the fourth one of the plurality of spaces;
and
determining if the indicia associated with the third one and the fourth one of
the plurality of spaces match;

92 (new). The gaming method of claim 91 further comprising repeating the selection process a number of times.

93 (new). The gaming method of claim 91 further comprising repeating the selection process until a special game end indicium is revealed.

94 (new). The gaming method of claim 91 further comprising:

repeating the selection process;

collecting matches into a collection of matches;

evaluating the collection of matches;

assigning a value to the collection of matches; and

awarding a payout based on the value assigned to the collection of matches.

95 (new). The gaming method of claim 86 further comprising:

determining if the indicium associated with one of the one and the another of the plurality of spaces is a wild indicium;

awarding an automatic match when the indicium associated with one of the one and the another of the plurality of spaces is a wild indicium.

96 (new). A gaming system comprising:

- a display device;
- a currency acceptor;
- a card reader;
- a player input device; and
- at least one computer unit operably coupled to the display device, the currency acceptor, the card reader, the player input device and a memory,
- the at least one computer unit receiving a wager via the wager input device from a player;
- the at least one computer unit causing the display unit to display an image representing a game;
- the at least one computer unit determining if an event has occurred;
- the at least one computer unit displaying an array including a plurality of spaces if the event has occurred, each of the plurality of spaces having an indicium associated therewith that matches with at least one other indicium associated with another of the plurality of spaces;
- the at least one computer unit revealing the indicia for a period of time when a requirement occurs during the game, the requirement comprising one of matching certain indicia, revealing a specified indicium, and reaching an achievement level;
- the at least one computer unit concealing the indicia after revealing the indicia for the period of time;
- the at least one computer unit receiving a first selection of one of the plurality of spaces after concealing the indicia;
- the at least one computer unit revealing the indicium associated with the one of the plurality of spaces;
- the at least one computer unit receiving a second selection of another of the plurality of spaces;
- the at least one computer unit revealing the indicium associated with the another of the plurality of space;
- the at least one computer unit determining if the indicia associated with the one and the another of the plurality of spaces match; and

the at least one computer unit providing an award if the indicia associated with the one and the another of the plurality of spaces match.

97 (new). The gaming method of claim 96 further comprising:
returning the player to the game if the indicia associated with one and the another of the plurality of spaces do not match.

98 (new). The gaming method of claim 96 wherein providing the award further comprises:
providing a card for use in the game if the indicia associated with one and the another of the plurality of spaces match.

99 (new). The gaming method of claim 96 further comprising randomly re-associating each of the plurality of spaces and the indicium associated therewith.

100 (new). The gaming method of claim 96 wherein revealing the indicia for a period of time further comprises revealing the indicia for a period of time corresponding to one of matching certain indicia, revealing a specified indicium, and reaching an achievement level during the game.